Littlest Pet Shop

Digital Pen

AGES 6+
64022 Asst.

Thank you for purchasing this LITTLEST PET SHOP® toy! For maximum play value, please read and follow instructions carefully.

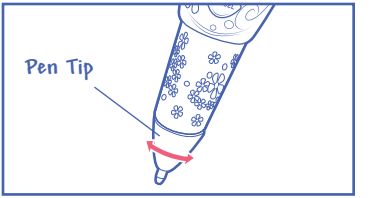
Includes pen, 1 pad of paper, 2 sticker sheets and note pad.

x1
CR2032 Lithium

BATTERY INCLUDED
Replace with 1 x 3.0V "CR2032" lithium battery. Phillips/cross head screwdriver (not included) needed to replace battery.

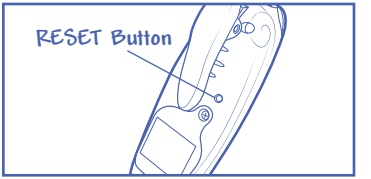
WRITING MODE

Push in pen tip and turn clockwise to lock it into writing position. Turn tip counterclockwise to retract pen point.



PLAY MODE

Your toy comes packaged in "TRY ME" mode. To switch it to "PLAY" mode, press the RESET button.



Clock

When you first activate your pen, you'll see a clock screen.

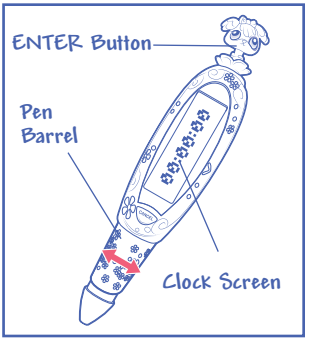
00:00:00
HR MIN SEC

Before you start playing with your pet, you'll need to set the clock. Turn the barrel (the bottom half) of the pen up or down (for higher or lower numbers) and hit the ENTER button to select each number.

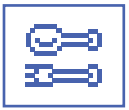
(Note: Pen point must be retracted to move pen barrel.)

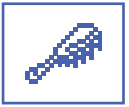
If the clock is set incorrectly, press the RESET button and try again.

To view the clock at any time while you're playing, just select the clock icon:

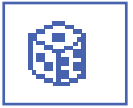


Once the clock is set, the main activity menu will appear. There are lots of things to do with your pet! Each activity is represented by an icon:

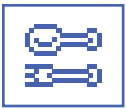

Feeding


Grooming

Cleaning up


Playing

Sleeping

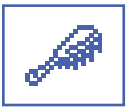


Feeding

Your pet needs to be fed regularly, just like you do! Be sure to feed your pet three meals a day, so it's happy and healthy enough to play games:

Breakfast:	6am – 12pm
Lunch:	12pm – 4pm
Dinner:	4pm – 8pm

At the beginning of each feeding time, you'll hear a musical reminder to feed your pet. You can also feed your pet between 8pm – 6am, but it won't affect your pet's ability to play.



Grooming

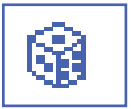
Your pet always needs to be groomed before playtime. After you've turned on your pen, select the Grooming icon. Once it's groomed, your pet will be ready for fun!

Cleaning up

Any time your pet uses the potty, you need to clean up after it. Your pet will use the potty a few minutes after eating, and at other times, too.

Sleeping

When you're done playing with your pet, you can press the Sleep icon to set it down for a nap, or just wait -- it will go to sleep on its own after 3 minutes of non-activation.



Playing

Your pet loves to play games with you! When you first start using your pen, you will have 3 games to choose from:

Bowling, Match the Patterns and Fish Toss.

You can unlock more games by feeding your pet properly (three meals a day, at the correct times):

Feed your pet properly for 1 day and unlock a 4th game (Escape Game)

Feed your pet properly for 2 days and unlock a 5th game (Match the Pictures)

Feed your pet properly for 7 days and unlock a 6th game (Ball Toss)

Bowling: Bowl a few frames with your pet!

A perfect score is 300 points, just like in regular bowling!
Unlock a new treat the first time you score 150 points or more!

Match the Patterns: Can you repeat the order of the jumping pets?

You earn 10 points for each pattern.
Unlock a new treat the first time you score 200 points or more!
You're allowed 3 misses per game.

Fish Toss: Shoot fish into the mouths of some hungry penguins!

The closest penguins earn you 10 points... the farthest earn you 50 points!
Unlock a new treat the first time you score 300 points or more!

Escape Game: Help your pet get out from behind the brick wall!

Earn 40 points for helping the first pet escape, 50 for helping the second pet, etc.
Unlock a new treat the first time you score 150 points or more!

Match the Pictures: Try to match the identical pet pictures!

Earn 10 points for each set of pictures you match.
Unlock a new treat the first time you score 200 points or more!
You're allowed 3 misses per game.

Ball Toss: Throw a ball or flying disc, and help your pet catch it!

Earn 10 points for each successful catch.
Unlock a new treat the first time you score 300 points or more!
You're allowed 3 misses per game.

Sound

To turn the sound on or off, just select the Sound icon.

Low Battery

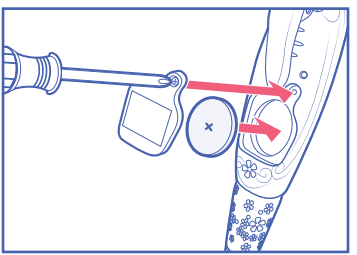
When battery starts to get low, the battery icon will blink for 3 seconds before you can resume game play. When it gets lower, the icon will blink for 10 seconds, then pen will automatically turn off.

TROUBLESHOOTING TIP!

If pen does not respond, try pressing the RESET button and/or replace the battery.

TO REPLACE BATTERY

Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment door (screw remains attached to door). Remove door and remove old battery. Insert 1 x 3.0V fresh "CR2032" lithium battery. Replace door and tighten screw.



⚠ CAUTION:

1. As with all small batteries, the battery used with this toy should be kept away from small children who still put things in their mouths. If it is swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. In other countries, have the doctor call your local poison control center.
2. Make sure the battery is inserted correctly and always follow the toy and battery manufacturers' instructions.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.
Batteries should be replaced by an adult.

⚠ CAUTION:

1. **Always follow the instructions carefully. Use only battery specified and be sure to insert it correctly by matching the + and - polarity markings.**
2. **Remove exhausted or dead battery from the product.**
3. **Remove battery if product is not to be played with for a long time.**
4. **Do not short-circuit the supply terminals.**
5. **Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (removing and re-inserting battery or pressing the reset button) if necessary.**
6. **RECHARGEABLE BATTERY: Always remove from the product before recharging. Recharge battery under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.**
7. **As with all small items, this battery should be kept away from children. If swallowed, seek medical attention immediately.**

FCC STATEMENT

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

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64022 Asst. PN 6732180000